

Dick Smith Electronics presents. . .

LEARNING FUN 1: "SCURVE INVADERS"

X-3694

By Wayne G. Richmond

for 16K System-80 and 16K TRS-80 Level II computers

A unique program that combines basic maths drill with the ever-popular "Space Invaders"™ game — practising maths has never been so much fun!

Proficiency in basic maths has always been important, and this is even more so in today's world. But to master maths you need to PRACTICE it, and practising maths used to be pretty BORING. Not any more, though!

With Scurve Invaders, basic maths drill is combined with a video game similar to the incredibly popular arcade game "Space Invaders". The player becomes the Commander of a space ship, whose mission is to track down and wipe out the dreaded Scurves! The catch is that before being able to take each shot at a Scurve, the Commander has to "feed in the correct data" to the ship's computer: the completion of a short number sentence. You can then "track" the moving Scurve with a laser cannon, and fire at will.

Anything further from conventional maths drill is harder to imagine: the game can provide players of all ages with hours and hours of fun. There are three different types of Scurve, with different points for hitting each, and exciting sound effects to accompany the video graphics. Yet at the same time the program provides three levels of difficulty, and has been designed by NSW primary school teacher Wayne Richmond to make it very effective in developing basic maths proficiency.

(Note: to obtain sound effects from this program you will need an amplifier-speaker unit like our Sound-Off X-3648).

LOADING INSTRUCTIONS

The program is written in Microsoft Level II BASIC, and will run on System-80 and TRS-80 Level II computers having at least 16K of user RAM. It is recorded twice, once on each side of the cassette, to ensure that you will still be able to load it even if one copy becomes damaged.

Load it using the normal CLOAD command. Before doing so, however, memory space must be reserved for the machine-language sound effects routine. To do this, turn off your computer for about 20 seconds and turn it back on again. Then, in response to the READY? or MEMORY SIZE? message, type in the number 32640 (for a 16K machine; use the corresponding number for larger machines), followed by NEW LINE or ENTER. The machine will respond with READY, and you can now load in the program using the CLOAD command.

Make sure that the cassette side concerned is rewound to the beginning of the actual tape before trying to load the program, otherwise you may have trouble in getting a good load.